



Glenn Normandeau  
Executive Director

## New Hampshire Fish and Game Department

11 Hazen Drive, Concord, NH 03301-6500  
Headquarters: (603) 271-3421  
Web site: [www.WildNH.com](http://www.WildNH.com)

TDD Access: Relay NH 1-800-735-2964  
FAX (603) 271-1438  
E-mail: [info@wildlife.nh.gov](mailto:info@wildlife.nh.gov)

September 23, 2014

To Whom It May Concern:

Under the authority contained in RSA 214:29, permission is hereby granted to **Amy Smagula**, NH Department of Environmental Services, 29 Hazen Drive, Concord, NH 03301 to survey sections of the Merrimack River to document the presence and density of Asian clams (*Corbicula fluminea*).

\* Dredge samples (8" x 8" sections) will be collected from the riverbed at varying locations between Concord and Manchester. Samples will be sorted to record the number of Asian clams, native mussels and macroinvertebrates. Asian clams and macroinvertebrates will be preserved in alcohol and all native mussels will be returned to the water.

\* The permittee will notify Mike Marchand (603-271-3016) within 24 hours if any brook floater mussels are captured in dredge samples.

\* **Subpermittees:** Eric Nelson, Hillary Snook

\* This permit, or a copy, shall be carried with the permittees while engaged in any activity allowed under this permit and shall be displayed to any New Hampshire Fish and Game Department Conservation Officer or employee upon request

\* **It is the responsibility of the permittee** to obtain any additional state, federal and/or local permits and/or permissions necessary for the work described under this permit.

\* **This permit shall expire December 31, 2014, unless sooner revoked or rescinded.** Under the transactions of this permit, the permittee shall submit a report documenting the disposition of all permitted animals to the Executive Director by January 31, 2015.

A handwritten signature in black ink, appearing to read "Glenn Normandeau", is written over a horizontal line.

Glenn Normandeau  
Executive Director

Cc: Law Enforcement, Nongame